Hammerer*: N M Construct

HD: 3 (36 hp) **INIT:** +0
AC: 21 (T 10, FF 21) **SPD:** 20 ft.
ATK: Slam +10 (2d8+10)
SA/SQ: Darkvision 60 ft., low-light; construct traits, unreliable* (roll 1d20; no action 1–10)
SV: Fort +1, Ref +1, Will +0
AB: S 25, D 11, Cn —, I —, W 9, Ch 4
CR: 4

**Monster Manual II*

Elf Dragonkith: LG M Humanoid (Elf) Ftr8/Dth2*

HD: 10 (56 hp) **INIT:** +4
AC: 23 (T 11, FF 22) **SPD:** 20 ft.
ATK: Sword +15/+10 (1d8+6/19–20, magic)
SA/SQ: Low-light; elf traits, mighty attack* 1/day (+1d6 dmg)
SV: Fort +9, Ref +6, Will +2
AB: S 14, D 18, Cn 10, I 8, W 10, Ch 13
SK/F: Lis +4, Spot +4; Intim +4, Srch +1; Cleave, Cbt Reflex, Endur, Gr Cleave, Pow Atk
POSS: *+1 dragoncraft** *full plate* (gold), dragoncraft* hvy shield (gold), *+2 longsword*, mwk comp longbow (+2 Str bonus) w/ 20 arrows
CR: 10

**Draconomicon:* Dth = dragonkith prestige class

Arcadian Hippogriff: N L Magical Beast

HD: 3 (25 hp) **INIT:** +2
AC: 15 (T 11, FF 13) **SPD:** 50 ft., F 100 ft. (Av)
ATK: 2 claws +6 (1d4+4) *and* bite +1 (1d8+2)
SA/SQ: Darkvision 60 ft.; low-light, scent
SV: Fort +6, Ref +5, Will +2
AB: S 18, D 15, Cn 16, I 2, W 13, Ch 8
SK/F: Lis +4, Spot +8; Dodge, Wingover
CR: 2

Harmonium Guard: LG M Humanoid (Human) Ftr6

HD: 6 (44 hp) **INIT:** +1
AC: 20 (T 10, FF 20) **SPD:** 20 ft.
ATK: Sword +11/+6 (1d8+6/19–20, magic)
SV: Fort +6, Ref +2, Will +5
AB: S 16, D 10, Cn 13, I 8, W 12, Ch 14
SK/F: Lis +3 Spot +3; Intim +11, Jump +0; Endur, Imp Bull Rush, Leader +8, Pow Atk
POSS: *+1 half-plate*, hvy steel shield, *+1 longsword*, *2 pot cure mod*
CR: 6

Elf Warmage: LG M Humanoid (Elf) Wmg1*

HD: 1 (4 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 30 ft.
ATK: Dagger –1 (1d4–1/19–20, magic); **or** crossbow +3 rg (1d8/19–20)
SA/SQ: Low-light; AP 3†, armored mage*, elf traits, warmage edge* (+2 dmg, damaging spells)
SV: Fort +0, Ref +3, Will +2
AB: S 8, D 16, Cn 11, I 12, W 10, Ch 15
SK/F: Lis +2, Spot +2; Conc +4, Intim +4, Know (arcana) +3, Srch +2, Spell +5; Pt Blk Shot
SPELLS: (CL 1st) 1st—*accuracy** (touch, 1 weapon, range inc doubles), *b hands* (DC 12), *chill touch* (DC 12), *fist of stone*** (personal; +6 Str for atks, grp, brk items, slam atk 1d6–1), *hail of stone*** (110 ft.; cylinder 5-ft. radius, 40 ft. high; 1d4 dmg), *mag missile, l orb of acid***, *l orb of electricity***, *l orb of fire***, *l orb of sound***, *shock grp, tr strike*; 0—*acid spl, disr und, lt, ray frost*
POSS: Studded leather, dagger, lt crossbow, 20 bolts, adventurer's standard backpack, 9 gp

Approved for use with the RPGA® Xen'drik Expeditions™ campaign
**Complete Arcane:* Wmg = warmage class; ***Spell Compendium*; † Eberron™ *Campaign Setting*

Celestial Giant Stag Beetle: NG L Magical Beast (Aug Vermin, Extraplanar)

HD: 7 (52 hp) **INIT:** +0
AC: 19 (T 9, FF 19) **SPD:** 20 ft.
ATK: Bite +10 (4d6+9, magic)
SA/SQ: Darkvision 60 ft.; DR 5/magic, resist acid 5, cold 5, and elec 5, smite evil 1/day (+7 dmg), SR 12, trample 2d8+9 magic (Ref 19 half), vermin traits
SV: Fort +8, Ref +2, Will +2
AB: S 23, D 10, Cn 17, I 3, W 10, Ch 9
SK/F: Lis +7, Spot +7; Imp Bull Rush, Pow Atk
CR: 5

Kolyarut: LN M Construct (Extraplanar, Lawful)

HD: 13 (91 hp) **INIT:** +1
AC: 27 (T 11, FF 26) **SPD:** 20 ft.
ATK: Vamp tch +11/+6 tch (5d6, see text); **or** enerv ray +10 rg tch (see text); **or** sword +13/+8 (1d8+5/19–20, magic, lawful); **or** slam +11/+6 (1d6+3, lawful)
SA/SQ: Darkvision 60 ft., low-light; construct traits, DR 10/chaotic, enerv ray (as *enerv*, CL 13th), fast heal 5, SR 22, vamp tch (as *vamp tch*, CL 13th)
SV: Fort +6, Ref +7, Will +7
AB: S 14, D 13, Cn —, I 10, W 17, Ch 16
SK/F: Lis +11, Spot +11; Conc +0 (+4 cast def), Dipl +5, Disg +12, Srch +5, S Mot +12
SPELLS: (Spell-Like Abilities; CL 13th) At will—*disc lies* (DC 17), *disg self, fear* (DC 17), *hold per* (DC 16), *invis, loc cr, quick suggest* (DC 16); 1/day—*hold mon* (DC 17), *mark/just*; 1/wk—*geas/quest*
POSS: Banded mail, *+2 longsword*
CR: 12

Half-Orc Spy: LG M Humanoid (Orc) Rog1

HD: 1 (7 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Sword +3 (1d6+3/19–20); **or** dagger +3 (1d4+3/19–20); **or** bow +2 rg (1d6/×3)
SA/SQ: Darkvision 60 ft.; AP 3*, sneak atk +1d6
SV: Fort +1, Ref +4, Will –1
AB: S 16, D 15, Cn 12, I 11, W 8, Ch 8
SK/F: Lis –1, Spot –1; Bluff +3, Climb +7, Forgery +4, Hide +7, Know (local) +2, M Sil +7, Open L +5, Srch +2, Tmbl +5; Stealthy
POSS: Studded leather, short sword, dagger, shortbow, 20 arrows, flask of alchemist's fire, adventurer's standard pack, 14 gp

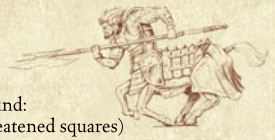
Approved for use with the RPGA® Xen'drik Expeditions™ campaign
*Eberron™ *Campaign Setting*

Dwarf Sniper: LG M Humanoid (Dwarf) Rgr1/Ftr6

HD: 7 (62 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 20 ft.
ATK: Axe +9/+4 (1d8+1/×3); **or** crossbow +12 rg (1d10+3/19–20, magic)
SA/SQ: Darkvision 60 ft.; dwarf traits, fav enemy (+2 goblinoids), wild emp –1 (–5 magical beasts)
SV: Fort +10, Ref +7, Will +2
AB: S 13, D 16, Cn 16, I 12, W 10, Ch 6
SK/F: Lis +6, Spot +9; Climb +11, Hide +12, Jump +5, M Sil +7, Surv +4; Dodge, Pt Blk Shot, Prec Shot, Rap Reload, Track
POSS: *+1 studded leather*, mwk battleaxe, *+1 heavy crossbow* w/ 10 *+1 explosive** *bolts*, 5 cold iron bolts, 10 silvered bolts, and 5 adamantine bolts, *cloak elvenkind*, *2 pot c's grace*, *2 pot cure mod*
CR: 7

**Complete Warrior*

Centaur War Hulk: CG L Monstrous Humanoid Ftr2/Hlk2*



HD: 8 (78 hp) **INIT:** +2
AC: 19 (T 10, FF 19) **SPD:** 35 ft.
ATK: Halberd +16/+11 (2d8+13/×3) *and*
2 hooves +9 (1d6+6)
SA/SQ: Darkvision 60 ft.; great swing* (full round: 1 atk roll against all creatures in 3 adjacent threatened squares)
SV: Fort +11, Ref +6, Will +6
AB: S 28, D 14, Cn 18, I 6, W 14, Ch 12
SK/F: Lis +2, Spot +2; Intim +5, M Sil –1, Surv +1; Dodge, Cleave, Pow Atk, Powerful Charge** (+2d6 dmg)
POSS: Mwk banded mail, mwk halberd, 3 *pot cure mod*
CR: 7 **ECL:** 10

**Miniatures Handbook:* Hlk = war hulk prestige class; ***Monster Manual III*

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Thundertusk Cavalry: LG M Humanoid (Dwarf) Ftr4

HD: 4 (34 hp) **INIT:** –1
AC: 18 (T 9, FF 18) **SPD:** 30 ft. mounted; 20 ft. base
ATK: Axe +9 (1d10+5/×3) *and*
dire boar gore +12 (1d8+12)
SA/SQ: Darkvision 60 ft., low-light (dire boar), scent (dire boar); dwarf traits
SV: Fort +6, Ref +0, Will +2
AB: S 16, D 8, Cn 14, I 10, W 13, Ch 12
SK/F: Lis +1, Spot +1; H Animal +8, Ride +8; Mt Cbt, Ride-By Atk, Sp Charge
POSS: Mwk half-plate, hvy steel shield, mwk dwarven waraxe, dire boar mount (7 HD, 52 hp, Lis +8, Spot +8, ferocity), half-plate barding, military harness and saddle
CR: 4

D&D ROLEPLAYING STATS Illus. Tomás Giorello

Solar: LG L Outsider (Angel, Extraplanar, Good)

HD: 22 (209 hp) **INIT:** +9
AC: 35 (T 14, FF 30) **SPD:** 50 ft., F 150 (G)
ATK: Sword +35/+30/+25/+20 (3d6+18/19–20, magic, good); **or**
bow +28/+23/+18/+13 rg (2d6+7/×3, magic, good plus slaying)
SA/SQ: Darkvision 60 ft., low-light; +4 saves poison, angel traits, imm acid, cold, and petrif, prot aura (20 ft.), reach 10 ft., regen 15 (normal dmg epic, evil), resist elec 10 and fire 10, SR 32
SV: Fort +18, Ref +18, Will +20
AB: S 28, D 20, Cn 20, I 23, W 25, Ch 25
SK/F: Lis +32, Spot +32; Conc +30, Dipl +34, Esc +30, Hide +26, M Sil +30, Srch +31, S Mot +32, Spell +31; Cleave, Dodge, Gr Cleave, Imp Sunder, Mobil, Pow Atk, Track
SPELLS: As Clr20 (DC 17 + spell lvl). 2 of Air, Destruction, Good, Law, War (Spell-Like Abilities; CL 20th) At will—*aid, anim obj, comm, cont fl, dim anchor, gr disp mag, h smite* (DC 21), *imprison* (DC 26), *invis* (self), *l restor, pmorph* (self), *pow wd stun, rem curse, rem disease, rem fear, res energy, summ mon VII, spk dead* (DC 20), *waves/fat*; 3/day—*blade barr* (DC 23), *earthq* (DC 25), *heal, mass charm mon* (DC 25), *perm, resurr, waves/exh*; 1/day—*gr restor, pow wd blind, pow wd kill, prism spr* (DC 24), *wish*
POSS: *+5 dancing greatsword, +2 comp longbow (+5 Str)* w/ 30 arrows
CR: 23

D&D ROLEPLAYING STATS

Free League Ranger: CG M Humanoid (Human) Rgr6

HD: 6 (42 hp) **INIT:** +3
AC: 15 (T 13, FF 12) **SPD:** 40 ft.
ATK: Sword +8/+3 (1d8+1/19–20); **or**
bow +11/+6 or +9/+9/+4 (1d8+2/×3, magic)
SA/SQ: Fav enemy (evil outsiders +2, lawful outsiders +4), wild emp +6 (+2 magical beasts)
SV: Fort +7, Ref +8, Will +3
AB: S 12, D 16, Cn 14, I 8, W 13, Ch 10
SK/F: Lis +10, Spot +10; Hide +12, Jump +10, M Sil +12, Surv +10; Dodge, Endur, Leader 6, Mshot, Pt Blk Shot, Track
SPELLS: 1st—*entang* (DC 12), *longstr**
POSS: Mwk leather, mwk longsword, *+1 comp longbow (+1 Str)* w/ 30 arrows, 5 adamantine arrows, 5 cold iron arrows, and 10 silvered arrows, 3 *pot cure mod*
CR: 6

**longstr* already cast

D&D ROLEPLAYING STATS Illus. Des Hanley

Air Genasi* Swashbuckler: CG M Outsider (Native) Swb11**

HD: 11 (54 hp) **INIT:** +7
AC: 17 (T 15, FF 14) **SPD:** 30 ft.
ATK: Rapier +16/+11/+6 (1d6+3/15–20, magic)
SA/SQ: Darkvision 60 ft.; +1 saves air spells/effects, acrobatic charge* (charge in diff terrain, through allies), air genasi traits*, breathless* (imm drown, suff, inhal), dodge bonus +2, imp flanking** (+4), insightful strike* (dmg +3, doesn't affect creatures imm crit or sneak atk), *levitate* up to 5/day (CL 5th), lucky (reroll 1/day)**
SV: Fort +8, Ref +11, Will +5
AB: S 14, D 18, Cn 8, I 16, W 10, Ch 8
SK/F: Lis +0, Spot +7; Bal +20, Climb +16, Esc +18, Jump +18, S Mot +14, Tmbl +20; Dodge (+3), Imp Levitation* (up to 5/day, 1 min.), Mobil
POSS: *+1 leather, ring prot +1, +1 keen rapier, bead of force, cloak resist +2*, 3 *pot cure ser*, 3 flash pellets, 3 thunderstones, tanglefoot bag
CR: 11 **ECL:** 12

**Races of Faerûn*
***Complete Warrior:* Swb = swashbuckler class

D&D ROLEPLAYING STATS Illus. Mike Dubisch

Solar: LG L Outsider (Angel, Extraplanar, Good)

10/60 ★ Illus. Tomás Giorello

Gnome Trickster: CG S Humanoid (Gnome) Rog3/Ill5

HD: 8 (49 hp) **INIT:** +3
AC: 16 (T 15, FF 13) **SPD:** 20 ft.
ATK: Hooked hammer +5 (1d6+1/×3, magic) / +5 (1d4/×4)
SA/SQ: Low-light; evasion, gnome traits, sneak atk +2d6, trap sense +1, trapfinding
SV: Fort +5, Ref +7, Will +5
AB: S 10, D 16, Cn 16, I 16, W 10, Ch 8
SK/F: Lis +8, Spot +6; Bluff +5, Conc +10, D Dev +11, Open L +11, Srch +9, S Mot +6, Slgt Hand +11, Spell +10 (+12 illusion); Sil Spell
SPELLS: (Illusionist, CL 5th) 3rd—*displace, fireball* (DC 16), *invis sphere*; 2nd—*mirr image, scorch ray* (+8 rg touch), *see invis, snake's swiftness** (40 ft., immed extra atk); 1st—*disg self, distract** (2; 150 ft., up to 5 creatures up to 6 HD each, –4 Conc, Lis, Srch, Spot, single actions only), *sil image* (DC 15), *slide** (40 ft., move target 5 ft., no AoO; DC 14)
POSS: *Bracers armor +1, ring prot +1, +1/mwk gnome hooked hammer, gloves Dex +2*, scroll *exp retr*, 2 scrolls *true str, pot cure mod*, mwk thieves' tools
CR: 8

**Spell Compendium*

D&D ROLEPLAYING STATS Illus. Steve Ellis

Bralani Eladrin: CG M Outsider (Chaotic, Eladrin, Extraplanar, Good)

HD: 6 (45 hp) **INIT:** +8
AC: 20 (T 14, FF 16) **SPD:** 40 ft., F 100 ft. (Pf)
ATK: Scimitar +11/+6 (1d6+4/18–20, magic, chaotic, good plus 2d6 to evil); **or**
bow +11/+6 (1d8+5/×3, magic, chaotic, good plus 2d6 to evil); **or**
slam +10 (1d6+4, chaotic, good)
SA/SQ: Darkvision 60 ft., low-light; alt form (whirlwind: fly, whirlwind blast, slam), DR 10/cold iron or evil, imm elec and petrif, resist cold 10 and fire 10, SR 17, tongues (as spell, CL 14th), whirlwind blast (line, 20 ft., 3d6, Ref 16 half)
SV: Fort +8, Ref +9, Will +7
AB: S 18, D 18, Cn 17, I 13, W 14, Ch 14
SK/F: Lis +13, Spot +13; Conc +12, Dipl +4, Esc +13, H Animal +11, Hide +13, Jump +10, M Sil +13, Ride +6, S Mot +11, Tmbl +13; B-Fight
SPELLS: (Spell-Like Abilities; CL 6th) At will—*blur, charm per* (DC 13), *gust/wind* (DC 14), *mirr image, wind wall*; 2/day—*lgt bolt* (DC 15), *cure ser*
POSS: *+1 holy scimitar, +1 holy comp longbow (+4 Str)* w/ 50 arrows
CR: 6 **ECL:** 11

D&D ROLEPLAYING STATS Illus. Des Hanley

Soldier of Bytopia: NG S Humanoid (Gnome) Ftr4

HD: 4 (31 hp) **INIT:** +3
AC: 20 (T 14, FF 17) **SPD:** 15 ft.
ATK: Pick +8 (1d4+3/×4)
SA/SQ: Low-light; gnome traits
SV: Fort +5, Ref +4, Will +4
AB: S 12, D 16, Cn 12, I 8, W 13, Ch 12
SK/F: Lis +3, Spot +1; Climb +0, Jump +1; Natural Heavyweight* (double carrying cap), Pow Atk
POSS: Mwk breastplate, mwk buckler, mwk heavy pick, 3 *pot cure lt*
CR: 4

D&D ROLEPLAYING STATS Illus. Ralph Horsley

Storm Silverhand: CG M Humanoid (Human) Rog1/Ftr4/Sor12/Brd8/Hrp3*

23/60 ★ Illus. Lucio Parrillo

Phoera*: N M Magical Beast (Fire)

HD: 3 (19 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 20 ft., F 60 ft. (Av)
ATK: Bite +4 (1d6+1 plus 1d6 fire) *and*
claws +2 (1d4 plus 1d6 fire)
SA/SQ: Darkvision 60 ft.; breath wpn 3/day (line, 30 ft., 5d4 fire, Ref 12 half), healing fire* (gain 1 hp per 3 fire dmg), heat* (foes that hit with natural wpns take 1d6 fire dmg), ignite* (struck foe catches fire 1d4 rds, Ref 12 neg), imm fire, vuln cold
SV: Fort +4, Ref +6, Will +2
AB: S 12, D 17, Cn 13, I 2, W 12, Ch 15
SK/F: Lis +6, Spot +6; Flyby Atk
CR: 3

*Monster Manual III

D&D ROLEPLAYING STATS Illus. Ron Spencer

Hero of Valhalla: CG M Humanoid (Human) Bbn2

HD: 2 (24 hp) **INIT:** +2
AC: 18 (T 12, FF 18) **SPD:** 40 ft.
ATK: Sword +7 (1d8+3/19–20); **or**
axe +4 rg (1d6+3/×3)
SA/SQ: Rage 1/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), uncanny dodge
SV: Fort +6, Ref +2, Will +0
AB: S 16, D 14, Cn 16, I 7, W 10, Ch 8
SK/F: Lis +4, Spot +0; H Animal +2, Surv +3, Swim +0; Pow Atk
POSS: Chain shirt, hvy wooden shield, mwk longsword, 2 throwing axes, *pot cure mod*
CR: 2

D&D ROLEPLAYING STATS Illus. Mike Dubisch

Valenar Nomad Charger: CG M Humanoid (Elf) Rgr4

HD: 4 (26 hp) **INIT:** +3
AC: 17 (T 12, FF 15) **SPD:** 60 ft. mounted; base 20 ft.
ATK: Double scimitar +5 (1d6+3/18–20, magic)/+5 (1d6+1/18–20); **or**
double scimitar +7 (1d6+4/18–20, magic) *and*
2 horse hooves +4 (1d4+3) and horse bite –1 (1d3+1)
SA/SQ: Low-light; animal companion (light warhorse), elf traits, fav enemy (humans +2), wild emp +3 (–1 magical beasts)
SV: Fort +5, Ref +7, Will +2
AB: S 15, D 16, Cn 12, I 10, W 12, Ch 8
SK/F: Lis +10, Spot +10; H Animal +6, Ride +12, Srch +9, Surv +8 (+10 track); Endur, Mount Cbt, Ride-By Atk, Track
SPELLS: 1st—*mag fang*
POSS: Mwk chainmail, *+1/mwk Valenar double scimitar**, light warhorse mount (3 HD, 22 hp, scent), 2 *pot cure mod*
CR: 4

*Eberron™ *Campaign Setting*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Shadowdancer: CG M Humanoid (Human) Rog7/Shd5

HD: 12 (55 hp) **INIT:** +8
AC: 18 (T 114, FF 18) **SPD:** 40 ft.
ATK: Sword +12/+7 (1d6+2/19–20, magic) *and*
dagger +11 (1d4+1/19–20, magic); **or**
sword +14/+9 (1d6+2/19–20, magic)
SA/SQ: Darkvision 60 ft.; defensive roll, evasion, hide in plain sight, imp uncanny dodge, *shadow illusion* 1/day (as *sil image*), shadow jump 20 ft., (as *dim door* btwn shadows), sneak atk +4d6, summ shadow (up to 5 HD, CG, can't be turned or rebuked), trap sense +2, trapfinding
SV: Fort +5, Ref +15, Will +7
AB: S 10, D 18, Cn 10, I 13, W 14, Ch 12
SK/F: Lis +12, Spot +17; Bal +11, Bluff +16, Hide +19, Jump +21, M Sil +19, Perf (dance) +11, Srch +11, S Mot +12, Slgt Hand +16, Tmbl +21; Cbt Reflex, Dodge, Mobil, Spr Atk
POSS: *+2 leather, +2 short sword, +1 dagger, cloak resist +2, gauntlets ogre pow, boots str/spr, type I bag holding, 2 pot cure mod*
CR: 12

D&D ROLEPLAYING STATS Illus. Steve Prescott

Lillend: CG L Outsider (Chaotic, Extraplanar, Good)

HD: 7 (45 hp) **INIT:** +3
AC: 17 (T 12, FF 14) **SPD:** 20 ft., F 70 ft. (Av)
ATK: Sword +11/+6 (1d8+5/19–20, chaotic, good) *and*
tail +6 (2d6+2, chaotic, good)
SA/SQ: Darkvision 60 ft.; constrict 2d6+5 (chaotic, good), imm poison, imp grab (grp +16, tail, constrict), reach 10 ft., resist fire 10
SV: Fort +7, Ref +10, Will +8
AB: S 20, D 17, Cn 15, I 14, W 16, Ch 18
SK/F: Lis +13, Spot +13; Conc +12 (+16 cast def), Dipl +16, S Mot +13, Spell +14, Surv +17; Ext Spell
SPELLS: Known (3/4/3) 2nd—*glitter* (DC 16), *hold per* (DC 16), *sound bst* (DC 16); 1st—*cause fear* (DC 15), *cure lt, rem fear,* ***sleep*** (DC 15); 0—*daze* (DC 14), *det mag, flare* (DC 14), *msg, r mag, resist*
(Spell-Like Abilities; CL 10th) 3/day—*dark, halluc terrain* (DC 18), *knock, light*; 1/day—*charm per* (DC 15), *spk animals, spk plants*
POSS: Short sword, mwk instrument
CR: 7 **ECL:** 13

D&D ROLEPLAYING STATS Illus. Tomás Giorello

Dragonmark Heir of Deneith: LN M Humanoid (Human) Ftr5/Rog3/Dgm1

HD: 9 (53 hp) **INIT:** +2
AC: 18 (T 12, FF 16) **SPD:** 30 ft.
ATK: Axe +12/+7 (1d8+6/×3, magic)
SA/SQ: Evasion, house status*, sneak atk +2d6, trap sense +1, trapfinding
SV: Fort +8, Ref +8, Will +5
AB: S 16, D 15, Cn 13, I 10, W 12, Ch 8
SK/F: Lis +9, Spot +9; Bal +4, Climb +11, Dipl +1, Hide +8, Jump +13, M Sil +5, Ride +10, S Mot +6, Tmbl +10; Dodge, Favored in House*, Least Dragonmark* (*shld faith* 1/day, CL 7th), Lesser Dragonmark* (*prot energy* 1/day, CL 7th), Mobil, Pow Atk
POSS: *+1 studded leather, +1 lt steel shld, +1 battlaxe, least dragonshard reservoir** (extra daily use of least dragonmark power), *pot cure ser*
CR: 9

*Eberron™ *Campaign Setting:* Dgm = dragonmark heir prestige class

D&D ROLEPLAYING STATS Illus. Steve Prescott

Storm Silverhand: CG M Humanoid (Human) Rog1/Ftr4/Sor12/Brd8/Hrp3*

HD: 28 (328 hp) **INIT:** +8
AC: 35 (T 20, FF 30) **SPD:** 30 ft.
ATK: Sword +22/+17/+12 (1d8+9/19–20, magic)
SA/SQ: Bard music, bard know +13, Chosen immunities*, det mag (LoS), imm elec, silver fire*, sneak atk +1d6, spell healing*, Tymora's smile* 1/day (+2 save)
SV: Fort +19, Ref +24, Will +26 **AB:** S 18, D 20, Cn 26, I 15, W 16, Ch 18
SK/F: Bal +9, Bluff +8, Climb +8, Conc +23 (+27 cast def), Dipl +16, Hide +18, Intim +10, Jump +5, Lis +15, M Sil +23, Ride +9, Srch +8, S Mot +8, Spell +19, Spot +11, Tmbl +8; B-Fight, Cbt Reflex, Dodge, Endur, Spellcasting Harrier**
SPELLS: Known (Brd; CL 8th); (Hrp*; CL 3rd); (Sor; CL 12th) (arcane failure 20%); (save DC 18 + spell lvl). (Spell-Like Abilities; CL 12th) 1/day—*det thgts* (DC 16), *ident, leg lore, shapech, Simbul's synostodweomer***, *stonesk, tport, wtr breath*
POSS: *Am +5, +5 elven chain, ring +5, +3 luck longsword* (+3 saves, 2 wishes left), *gloves Dex +2, am proof det/loc, boots elven, buckle warmth/f fall, cloak elven/resist +4, harp charm, lyre build, 2 pot cure ser, ring spell stor, tiara maj fire resist, wand charm per* (3rd)
CR: 32

*Forgotten Realms® *Campaign Setting: Hrp = Harper scout prestige class; **Epic Level Handbook*

D&D ROLEPLAYING STATS

Medium Copper Dragon: CG M Dragon (Earth)

HD: 11 (93 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 40 ft., F 150 ft. (Pr)
ATK: Bite +13 (1d8+2) *and*
2 claws +11 (1d6+1) *and*
2 wings +11 (1d4+1)
SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; breath wpn 1/1d4 rds (line, 60 ft., 6d4 acid, Ref 17 half or cone, 30 ft., *slow* 1d6+3 rds, Fort 17 neg), imm acid, paralysis, and sleep, sp climb
SV: Fort +9, Ref +7, Will +9
AB: S 15, D 10, Cn 15, I 14, W 15, Ch 14
SK/F: Lis +13, Spot +13; Bluff +10, Conc +13, Dipl +6, Jump +17, Srch +13, S Mot +13, Spell +7, Use Mag Dev +14; Cbt Expert, Hover, Wingover
SPELLS: Known (5/4) 1st–*cmd* (DC 13), *grease* (DC 13); 0—*danc lgt, daze* (DC 12), *det mag, ghost s* (DC 12)
CR: 7 **ECL:** 15

D&D ROLEPLAYING STATS Illus. Mike Dubisch

Greenspawn Sneak*: LE S Monstrous Humanoid (Dragonblood)

HD: 2 (11 hp) **INIT:** +3
AC: 19 (T 14, FF 16) **SPD:** 30 ft.
ATK: Dragonsplit +4/+4 (1d4/19–20 or ×4); **or**
dragonsplit +6 (1d4/19–20 or ×4); **or**
dagger +6 rg (1d3); **or**
acid flask +6 rg tch (1d6 acid plus splash)
SA/SQ: Darkvision 60 ft.; imm acid, sneak atk +2d6, wtr breath
SV: Fort +1, Ref +6, Will +3
AB: S 11, D 16, Cn 13, I 10, W 11, Ch 15
SK/F: Lis +2, Spot +2; Bluff +9, Hide +14, M Sil +10
POSS: Leather, 2 dragonsplits*, 2 daggers, 4 flasks acid
CR: 2 **ECL:** 6

Monster Manual IV

Blood of Vol Cultist: LE M Humanoid (Human) War4

HD: 4 (22 hp) **INIT:** +2
AC: 13 (T 12, FF 11) **SPD:** 30 ft.
ATK: Mace +6 (1d8+1); **or**
dagger +6 (1d4+1/19–20)
SV: Fort +4, Ref +3, Will +1
AB: S 12, D 14, Cn 10, I 8, W 11, Ch 9
SK/F: Lis +0, Spot +1; Intim +5; Aberrant Dragonmark* (*inflict lt* 1/day, DC 10, CL 1st), Dodge
POSS: *Bracers armor +1*, mwk dagger, mwk hvy mace, 2 *pot cure lt*
CR: 3

Eberron™ Campaign Setting

Maug: LN L Construct (Extraplanar) Ftr6

HD: 8 (76 hp) **INIT:** +1
AC: 21 (T 10, FF 20) **SPD:** 30 ft. (can't run)
ATK: Sword +13 (2d6+9/19–20) / +13 (2d6+5/19–20); **or**
sword +15 (2d6+12/19–20); **or**
slam +13 (1d8+10)
SA/SQ: Darkvision 60 ft., low-light; construct traits, locking hand graft* (+5 to avoid being disarmed or escape grp), pulverize* (+13 tch, negate hardness 1d4 rds, Fort 19 neg), rapid repair 1 hp/hr*, reach 10 ft., SR 20
SV: Fort +5, Ref +5, Will +5
AB: S 25, D 12, Cn —, I 12, W 12, Ch 16
SK/F: Lis +8, Spot +8; Intim +9; Pow Atk
POSS: +3 *full plate*, mwk two-bladed sword
CR: 9 **ECL:** 13

Fiend Folio

Hellcat: LE L Outsider (Evil, Extraplanar, Lawful)

HD: 8 (60 hp) **INIT:** +9
AC: 21 (T 14, FF 16) **SPD:** 40 ft.
ATK: 2 claws +13 (1d8+6, evil, lawful) *and*
bite +8 (2d8+3, evil, lawful)
SA/SQ: Darkvision 60 ft., scent; DR 5/good, imp grab (bite, grp +18), invis in light, pounce (full atk when charging, rake), rake 1d8+3 (evil, lawful), resist fire 10, SR 19
SV: Fort +9, Ref +11, Will +8
AB: S 23, D 21, Cn 17, I 10, W 14, Ch 10
SK/F: Lis +17, Spot +13; Bal +16, Climb +17, Hide +13, Jump +21, M Sil +20, Swim +17; Dodge, Track
CR: 7

Bluespawn Stormlizard*: LE L Magical Beast (Dragonblood)

HD: 6 (69 hp) **INIT:** –1
AC: 23 (T 8, FF 23) **SPD:** 40 ft.
ATK: Gore +13 (2d6+12, magic)
SA/SQ: Darkvision 60 ft., low-light; deadly charge 4d6+12, elec arc 1/1d4 rds* (line, 100 ft., 6d6 elec, Ref 19 half), elec link* (swift: line, 100 ft. btwn thunderlizards, 3d6 elec, Ref 19 half), imm elec, Tiamat's blessing (elec)* (spawn of Tiamat within 5 ft. gain imm elec)
SV: Fort +11, Ref +4, Will +4
AB: S 27, D 9, Cn 22, I 2, W 14, Ch 8
SK/F: Lis +5, Spot +8; Pow Atk, Imp Bull Rush, Imp Overrun
CR: 6

Monster Manual IV

Living Flaming Sphere*: N M Ooze

HD: 7 (38 hp) **INIT:** –1
AC: 11 (T 9, FF 11) **SPD:** 60 ft.
ATK: Slam +6 (1d4+1 plus fl sphere)
SA/SQ: Blindsight 60 ft.; DR 10/magic, engulf* (standard, overrun/grp foes that make AoO, else Ref 13 avoids; *fl sphere*), *fl sphere* (DC 13), ooze traits, SR 17
SV: Fort +5, Ref +3, Will +3
AB: S 12, D 9, Cn 12, I —, W 9, Ch 12
CR: 5

Eberron™ Campaign Setting: living spell template

Horned Devil: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

HD: 15 (172 hp) **INIT:** +7
AC: 35 (T 16, FF 28) **SPD:** 20 ft., F 50 ft. (Av)
ATK: Spiked chain +25/+20/+15 (2d6+15, evil, lawful plus stun); **or**
2 claws +24 (2d6+10, evil, lawful) *and* bite +22 (2d8+5, evil, lawful) *and* tail +22 (2d6+5, evil, lawful plus infernal wound)
SA/SQ: See in darkness; DR 10/good and silver, fear aura (Will 23 neg), infernal wound (+2 dmg/rd), imm fire and poison, reach 10 ft. (20 ft. spiked chain), regen 5 (normal dmg good, silver), resist acid 10 and cold 10, SR 28, stun (1d4 rds, Fort 27 neg), *summ baatezu* 1/day (1 horned devil, 20%)
SV: Fort +16, Ref +16, Will +15
AB: S 31, D 25, Cn 25, I 14, W 18, Ch 22
SK/F: Lis +22, Spot +22; Bluff +24, Climb +28, Conc +24, Hide +21, Intim +26, M Sil +23, Srch +20, S Mot +22; Cleave, Imp Sunder, Pow Atk
SPELLS: (Spell-Like Abilities; CL 15th) At will—*disp chaos* (DC 21), *disp good* (DC 21), *mag circ good*, *gr tport* (self + 50 lb.), *persist image* (DC 21); 3/day—*fireball* (DC 19), *lgt bolt* (DC 19)
POSS: Spiked chain
CR: 16

Fire Giant Forgepriest: LE L Giant (Fire) Clr1

HD: 16 (155 hp) **INIT:** +0
AC: 27 (T 9, FF 27) **SPD:** 30 ft.
ATK: Maul +24/+19/+14 (2d8+19/×3, magic plus 1d6 fire [2d10 fire crit]); **or**
rock +10 rg (2d16+12 plus 2d6 fire)
SA/SQ: Low-light; imm fire, reach 10 ft., rebuke undead 5/day (+2, 2d6+3, 1st), rock catching, vuln cold
SV: Fort +16, Ref +7, Will +13
AB: S 34, D 10, Cn 20, I 8, W 19, Ch 14
SK/F: Lis +4, Spot +10; Climb +6, Conc +5, Intim +8, Jump +6; Cleave, Glorious Weapons* (1 turn attempt: allies' wpns within 60 ft. are evil-aligned, 1 rd), Imp Overrun, Pow Atk
SPELLS: (CL 1st) 1st—*bless*, *cure lt*, *mag wpn*; 0—*det mag*, *mend*, *r mag*. Domains: Evil, War
POSS: +3 *half-plate*, +1 *flaming burst maul***, 5 *pot cure ser*, 3 *pot prot energy (cold)*
CR: 11 **ECL:** 20

*Complete Divine; **Complete Warrior

Acheron Goblin: LE S Humanoid (Goblinoid) Ftr4

HD: 4 (34 hp) **INIT:** +2
AC: 19 (T 11, FF 19) **SPD:** 15 ft.
ATK: Axe +7 (1d6+3/×3) *and*
shield bash +1 (1d4)
SA/SQ: Darkvision 60 ft.
SV: Fort +6, Ref +3, Will +1
AB: S 13, D 14, Cn 14, I 8, W 10, Ch 12
SK/F: Lis +2, Spot +3; Intim +6, M Sil –3, Ride +4; Pow Atk, Swarmfighting* (occupy same square as 1 other S creature with Swarmfighting)
POSS: +1 *half-plate*, hvy spiked steel shld, battleaxe, *pot cure mod*
CR: 4

Complete Warrior

Lord of Blades*: LE M Construct (Living Construct**) Ftr2/Art5*/Jug5*

HD: 12 (121 hp) **INIT:** +1
AC: 24 (T 12, FF 22) **SPD:** 20 ft.
ATK: Sword +11/+6 (1d8+5/17–20, magic, adamantine) / +11 (1d8+3/17–20, magic, adamantine); **or** bow +11/+6 (1d8+5/×3, magic plus bane)
SA/SQ: Armor blades* (grp: 1d8+1 slash plus 2d6+2 humans), charge, construct traits, DR 2/adamantine, extended charge* (+5 ft.), resist fire 10, superior bull rush* (+13, add armor blades)
SV: Fort +11, Ref +4, Will +5 **AB:** S 18, D 15, Cn 16, I 14, W 11, Ch 18
SK/F: Lis +0, Spot +0; D Dev +7, Intim +14, Jump +13, Srch +7, Spell +9, Use Mag Dev +9; Cleave, Gr Cleave, Gr Pow Charge* (+2d6), Imp Bull Rush, Pow Atk
SPELLS: Infusions* (1 3rd, 4 2nd, 4 1st)
POSS: *+4 comp armor plating of fire resist, +1 human bane adamantine armor blades, +1 keen/+1 keen adamantine two-bladed sword,* mwk comp longbow (+4 Str) w/30 *+1 bane arrows, oil repair ser*, oil prot energy* (sonic), *ring imp jump, wand mag missile* (7th, 30 charges) **CR:** 12

*Eberron™ Campaign Setting: Art = artificer class, Jug = warforged juggernaut prestige class

Karsite* Fighter: NE M Humanoid (Human) Ftr6

HD: 6 (45 hp) **INIT:** +5
AC: 18 (T 11, FF 17) **SPD:** 20 ft.
ATK: Sword +11/+6 (1d8+6/19–20, magic plus magic drain)
SA/SQ: DR 5/magic, magic drain* (1 mag wpn, armor, or shld of struck opponent suppressed 1 rd, Will 10 neg), spell healing* (heal 2 dmg whenever SR blocks magic), SR 16
SV: Fort +8, Ref +3, Will +4
AB: S 16, D 12, Cn 16, I 13, W 10, Ch 10
SK/F: Lis +2, Spot +3; Climb +8, Intim +9, Jump +9; Cbt Expert, Imp Disarm, Imp Sunder, Pow Atk
POSS: *+1 breastplate,* mwk lt steel shld, *+1 longsword, 3 pot cure mod*
CR: 7 **ECL:** 8

*Tome of Magic

Horned Devil: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

Mercykiller: LE M Humanoid (Human) Rgr1/Ftr3

HD: 4 (28 hp) **INIT:** +5
AC: 17 (T 11, FF 16) **SPD:** 20 ft.
ATK: Mancatcher* +9 (1d4+4, nonlethal plus grp); **or** sword +8 (1d6+3/19–20)
SA/SQ: Fav enemy (humans +2), grp (up to 10 ft., no AoO, +7), reach 10 ft. (mancatcher only), wild emp +3 (–1 magical beasts)
SV: Fort +6, Ref +4, Will +3
AB: S 16, D 12, Cn 13, I 8, W 10, Ch 14
SK/F: Lis +8, Spot +8; Intim +8, Surv +6, Use Rope +7; Track
POSS: *+1 breastplate,* mwk mancatcher*, mwk short sword, *2 pot cure mod*
CR: 4

*Complete Warrior

Kobold Monk: LE S Humanoid (Reptilian) Mnk3

HD: 3 (17 hp) **INIT:** +6
AC: 18 (T 17, FF 16) **SPD:** 40 ft.
ATK: Unarmed +3 or +2/+2 (1d4)
SA/SQ: Darkvision 60 ft.; evasion, light sensitivity, still mind, stun atk 3/day (Will 13 neg)
SV: Fort +3, Ref +5, Will +5
AB: S 10, D 14, Cn 11, I 10, W 15, Ch 8
SK/F: Lis +2, Spot +2; Bal +4, Hide +12, Jump +12, M Sil +8, Srch +2, Tmbl +10; Defl Arrows
POSS: *2 pot b's endurance, pot b's strength, pot invis, pot shld faith**, 2 alchemist's fire, tanglefoot bag, thunderstone
CR: 3

*already drunk

Ice Devil: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

HD: 14 (147 hp) **INIT:** +5
AC: 32 (T 14, FF 27) **SPD:** 40 ft.
ATK: Spear +20/+15/+10 (2d6+9/×3, evil, lawful plus slow) **or** 2 claws +19 (1d10+6, evil, lawful) *and* bite +14 (2d6+3, evil, lawful) *and* tail +14 (3d6+3, evil, lawful plus slow)
SA/SQ: See in darkness; DR 10/good, fear aura (10-ft. radius, as fear, CL 13th, Will 22 neg), imm fire and poison, reach 10 ft., regen 5 (normal dmg good), resist acid 10 and cold 10, slow (as slow, 1d6 rds, Fort 23 neg), SR 25, *summ baatezu* 1/day (1 ice devil, 20%)
SV: Fort +15, Ref +14, Will +15
AB: S 23, D 21, Cn 23, I 22, W 22, Ch 20
SK/F: Lis +25, Spot +25; Bluff +22, Climb +23, Conc +23, Intim +24, Jump +27, M Sil +22, Srch +23, S Mot +23, Spell +23; Cleave, Cbt Reflex, Pow Atk
SPELLS: (Spell-Like Abilities; CL 13th) At will—*cone cold* (DC 20), *fly, ice storm, gr tport* (self + 50 lb.), *persist image* (DC 20), *unh aura* (DC 23), *wall/ice* (DC 19)
POSS: Spear
CR: 13

Mezzoloth*: NE M Outsider (Evil, Extraplanar, Yugoloth)

HD: 10 (95 hp) **INIT:** +5
AC: 21 (T 11, FF 20) **SPD:** 40 ft.
ATK: 2 claws +13 (1d4+3, evil); **or** trident +15/+10 (1d8+4/19–20, magic, evil); **or** trident +13 rg (1d8+4/19–20, magic, evil)
SA/SQ: Darkvision 60 ft.; DR 10/good, imm acid and poison, resist cold 10, fire 10, and elec 10, SR 22, summ yugoloth* 1/day (1 mezzoloth, 40%)
SV: Fort +12, Ref +8, Will +7
AB: S 16, D 12, Cn 21, I 7, W 10, Ch 14
SK/F: Lis +13, Spot +13; Hide +12, Intim +15, M Sil +12; Pow Atk
SPELLS: (Spell-Like Abilities; CL 10th) At will—*cause fear* (DC 13), *dark, desec, pr flame, see invis*; 2/day—*cloudkill* (DC 17), *disp mag, gr tport* (self + 50 lb.; CL 14th)
POSS: Hvy steel shld, *+1 trident*
CR: 6 **ECL:** 15

*Monster Manual III

Large Water Elemental: N L Elemental (Water)

HD: 8 (68 hp) **INIT:** +2
AC: 20 (T 11, FF 18) **SPD:** 20 ft., S 90 ft.
ATK: 2 slams +10 (2d8+5)
SA/SQ: Darkvision 60 ft.; DR 5/—, drench, elemental traits, reach 10 ft., vortex (4 rds, every 10 min., damage 2d6, Ref DC 19), water mastery (+1 atk and dmg if it and opponent touch water, –4 otherwise)
SV: Fort +10, Ref +4, Will +2
AB: S 20, D 14, Cn 19, I 6, W 11, Ch 11
SK/F: Lis +5, Spot +6; Cleave, Gr Cleave, Pow Atk
CR: 5

Ice Devil: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

Doomguard: CE M Humanoid (Human) Ftr2/Rog3

HD: 5 (46 hp) **INIT:** +5
AC: 14 (T 11, FF 13) **SPD:** 30 ft.
ATK: Sword +6 (1d6+2/19–20) / +6 (1d6+1/19–20); **or** sword +8 (1d6+2/19–20)
SA/SQ: Evasion, sneak atk +2d6, trap sense +1, trapfinding
SV: Fort +7, Ref +4, Will +1
AB: S 14, D 13, Cn 16, I 8, W 10, Ch 12
SK/F: Lis +2, Spot +4; Bluff +7, Hide +7, Intim +8, Jump +9, Tmbl +8; Death Blow* (coup de grace as standard action), Dodge
POSS: *+1 leather*, 2 mwk short swords, *pot b's strength*, *pot b's endur*, *pot c's grace*, 3 *pot cure mod*
CR: 5

**Complete Adventurer*

Soulknife Infiltrator: N M Humanoid (Human, Psionic) Skf1*

HD: 1 (11 hp) **INIT:** +2
AC: 15 (T 12, FF 13) **SPD:** 30 ft.
ATK: Mind blade* +3 (1d6+2/19–20); **or** dart +3 rg (1d4+2)
SA/SQ: AP 3**
SV: Fort +1, Ref +4, Will +3
AB: S 14, D 15, Cn 13, I 8, W 12, Ch 10
SK/F: Autohypnosis* +5, Conc +5, Jump +6, Tumb +6; Dodge, Psionic Wpn* (expend focus, +2d6 dmg), Weapon Focus (mind blade), Wild Talent*
SPELLS: PP—2
POSS: Mwk studded leather, 4 darts, adventurer's standard pack, 9 gp

Approved for use with the RPGA® Xen'drik Expeditions™ campaign

**Expanded Psionics Handbook:* Skf = soulknife class; ***Eberron™ Campaign Setting*

Pit Fiend: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

HD: 18 (225 hp) **INIT:** +12
AC: 40 (T 17, FF 32) **SPD:** 40 ft., F 60 ft. (Av)
ATK: 2 claws +30 (2d8+13, evil, lawful) *and* 2 wings +28 (2d6+6, evil, lawful) *and* bite +28 (4d6+6, evil, lawful plus poison plus disease) *and* tail +28 (2d8+6, evil, lawful)
SA/SQ: See in darkness; constrict 2d8+26, disease (Fort 27), DR 15/good and silver, imm fire and poison, fear aura (Will 27 neg), imp grab (tail, grp +35, constrict), poison (Fort 27, 1d6 Con/death), reach 10 ft., regen 5 (normal dmg good, silver), resist acid 10 and cold 10, SR 32, *summ baatezu* 2/day (1 erinyes or horned devil)
SV: Fort +19, Ref +19, Will +21 **AB:** S 37, D 27, Cn 27, I 26, W 26, Ch 26
SK/F: Lis +29, Spot +29; Bluff +29, Climb +34, Conc +29, Hide +25, Intim +31, Jump +40, M Sil +29, Srch +29, Spell +31, Tmbl +31; Cleave, Gr Cleave, Pow Atk
SPELLS: (Spell-Like Abilities; CL 18th) At will—*blasph* (DC 25), *cr undead*, *quick fireball* (DC 21), *gr disp mag*, *gr tport* (self + 50 lb.), *invis*, *mag circ good*, *mass hold mon* (DC 27), *persist image* (DC 23), *pow wd stun*, *unh aura* (DC 26); 1/day—*meteor swm* (DC 27); 1/yr—*wish*
CR: 20

Earth Element* Gargoyle**: NE M Elemental (Aug Monstrous Humanoid, Earth)

HD: 6 (54 hp) **INIT:** +1
AC: 18 (T 11, FF 17) **SPD:** 40 ft., B 20 ft., F 60 ft. (Av)
ATK: 2 claws +9 (1d4+3) *and* bite +7 (1d6+1)
SA/SQ: Darkvision 60 ft., tremorsense 60 ft.; DR 10/magic, earth mastery (+1 atk/dmg if it and opponent touch ground, –4 otherwise), elemental traits, freeze (DC 20 Spot to detect)
SV: Fort +6, Ref +6, Will +5
AB: S 17, D 12, Cn 18, I 6, W 11, Ch 7
SK/F: Lis +4, Spot +4; Hide +8 (+16 stone); Pow Atk
CR: 5 **ECL:** 12

**Manual of the Planes*; ***advanced 2 HD*

Chasme*: CE L Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

HD: 9 (76 hp) **INIT:** +3
AC: 26 (T 12, FF 23) **SPD:** 30 ft., F 50 ft. (Pf)
ATK: 2 claws +12 (1d8+4, chaotic, evil plus infernal wound) *and* bite +10 (1d6+2, chaotic, evil plus infernal wound) *and* gore +10 (1d6+2, chaotic, evil plus infernal wound)
SA/SQ: Darkvision 60 ft.; DR 10/cold iron or good, drone* (full-rd, 60 ft., sleep 2d10 rds, demons immune; Will 16 neg), fear aura (Will 16 neg), imm elec and poison, infernal wound (+1 dmg/rd), reach 10 ft., resist acid 10, cold 10, and fire 10, SR 23, *summ tanar'ri* 1/day (1 chasme, 40%)
SV: Fort +10, Ref +9, Will +8 **AB:** S 19, D 16, Cn 18, I 14, W 14, Ch 14
SK/F: Lis +14, Spot +14; Bluff +14, Conc +16 (+20 cast def), Hide +11, Intim +16, M Sil +15, Srch +14, S Mot +14; Flyby Atk, Pow Atk
SPELLS: (Spell-Like Abilities; CL 10th) At will—*contag* (+12 tch, DC 15), *dark*, *desecr*, *det good*, *disp mag*, *fly*, *ins plague*, *ray enfeeble* (+11 rg tch), *prot good*, *see invis*, *tkinesis*, *gr tport* (self + 50 lb.), *wave of grief** (cone, 30 ft., –3 atk/save/chk; DC 14); 1/day—*circle of nausea** (20-ft. radius, sicken; DC 15), *unh aura* (DC 20)
CR: 10

**Book of Vile Darkness*

Pit Fiend: LE L Outsider (Baatezu, Evil, Extraplanar, Lawful)

Ethereal Marauder: N M Magical Beast (Extraplanar)

HD: 2 (11 hp) **INIT:** +5
AC: 14 (T 11, FF 13) **SPD:** 40 ft.
ATK: Bite +4 (1d6+3)
SA/SQ: Darkvision 60 ft.; ether jaunt (as spell, CL 15th, free to Material, move to Ethereal)
SV: Fort +3, Ref +4, Will +1
AB: S 14, D 12, Cn 11, I 7, W 12, Ch 10
SK/F: Lis +5, Spot +4; M Sil +5
CR: 3

Demonic Gnoll Priestess: CE M Humanoid (Gnoll) Clr6

HD: 8 (64 hp) **INIT:** –1
AC: 15 (T 9, FF 15) **SPD:** 30 ft.
ATK: Flail +8 (1d8+3, magic)
SA/SQ: Darkvision 60 ft.; DR 5/magic, rebuke undead 4/day (+1, 2d6+7, 6th), resist cold 10 and fire 10, smite good 1/day (+8 dmg), SR 13
SV: Fort +11, Ref +1, Will +8
AB: S 14, D 8, Cn 16, I 10, W 16, Ch 12
SK/F: Lis +8, Spot +8; Conc +6 (+10 cast def), Spell +3; Pow Atk
SPELLS: 3rd—*blindsight*** (self, 30 ft., 6 min.), *cure ser*, *disp mag*, *mag circ law*; 2nd—*dark*, *shatter* (DC 15), *silence*, *spirit wpn*, *spores of the vrock** (full-rd, 1d8 dmg plus 1d2/rd for 10 rds, DC 15); 1st—*bane* (DC 14), *demonflesh** (self, +2 AC, 6 min.), *doom* (DC 14), *sorrow** (2; 40 ft., –3 atk/save/checks, 6 rds, DC 14); Domains: Chaos, Demonic*
POSS: *+1 studded leather*, mwk lt wooden shld, *+1 flail*, 3 *pot cure mod*, scroll *demon wings** (fly 30 ft., 50 min), scroll *demonic bolt* (45 ft., 4d8, half cold, Fort save or stunned; +4 rg tch, DC 17)
CR: 6 **ECL:** 11

**Book of Vile Darkness*; ***Spell Compendium*

Red Hand War Sorcerer: LE M Humanoid (Goblinoid) Wmg6*

HD: 6 (35 hp) **INIT:** +3
AC: 19 (T 14, FF 16) **SPD:** 30 ft.
ATK: Staff +4 (1d6)
SA/SQ: Darkvision 60 ft.; warmage edge* (+1 dmg, damaging spells)
SV: Fort +4, Ref +5, Will +4
AB: S 10, D 16, Cn 14, I 13, W 8, Ch 16
SK/F: Lis +1, Spot +1; Conc +11 (+15 cast def), Intim +8, M Sil +7, Spell +11
SPELLS: (6/7/6/4; DC 13 + spell level or 14 + spell level evoc, CL 6th) including 2nd—*blast of force*** (160 ft., 3d6 force, DC 16 or knocked prone; +6 rg tch), *snowball swarm*** (160 ft., 10-ft. radius, 3d6 cold, DC 16)
POSS: *Am nat armor +1*, *ring prot +1*, mwk quarterstaff, *pot cure mod*, *pot mag armor*†, scroll *orb acid*** (40 ft., 7d6 acid, DC 16; +6 rg tch)
CR: 6 **ECL:** 7

**Complete Arcane:* Wmg = warmage class; ***Spell Compendium*; †already drunk

Marilith: CE L Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

55/60 ★ Illus. Lucio Parrillo

Green Slaad: CN L Outsider (Chaotic, Extraplanar)

HD: 9 (76 hp) **INIT:** +5
AC: 23 (T 10, FF 22) **SPD:** 30 ft.
ATK: 2 claws +14 (1d6+6, chaotic) *and* bite +12 (2d8+3, chaotic)
SA/SQ: Darkvision 60 ft.; change shape (M or L humanoid), fast heal 5, imm sonic, reach 10 ft., resist acid 5, cold, 5, elec 5, and fire 5, *summ slaad* 2/day (green, 40%)
SV: Fort +10, Ref +7, Will +6
AB: S 23, D 13, Cn 19, I 10, W 10, Ch 12
SK/F: Lis +12, Spot +12; Climb +18, Conc +10, Hide +9, Jump +18, M Sil +13, Srch +12, Surv +6; Cleave, Pow Atk
SPELLS: (Spell-Like Abilities; CL 9th) At will—*ch hammer* (DC 15), *det mag, det thgts* (DC 13), *fear* (DC 15), *prot law, see invis, shatter* (DC 13); 3/day—*disp law* (DC 16), *deep dark, fireball* (DC 14)
CR: 9 **ECL:** 16

D&D ROLEPLAYING STATS Illus. Jeff Carlisle

Fiendish Snake: NE M Magical Beast (Aug Animal)

HD: 2 (9 hp) **INIT:** +3
AC: 16 (T 13, FF 13) **SPD:** 20 ft., C 20 ft., S 20 ft.
ATK: Bite +4 (1d4–1 plus poison)
SA/SQ: Darkvision 60 ft., scent; poison (Fort 11, 1d6 Con/1d6 Con), resist cold 5 and fire 5, smite good 1/day (+2 dmg), SR 7
SV: Fort +3, Ref +6, Will +1
AB: S 8, D 17, Cn 11, I 3, W 12, Ch 2
SK/F: Lis +5, Spot +5; Bal +11, Climb +11, Hide +12, Swim +7
CR: 1

D&D ROLEPLAYING STATS Illus. Jeff Carlisle

Orc Wizard: CE M Humanoid (Orc) Wiz7

HD: 7 (33 hp) **INIT:** +4
AC: 14* (T 10, FF 14) **SPD:** 30 ft.
ATK: Staff +7 (1d6+5, magic)
SA/SQ: Darkvision 60 ft.; light sensitivity
SV: Fort +4, Ref +2, Will +5
AB: S 16, D 10, Cn 14, I 14, W 11, Ch 6
SK/F: Lis +0, Spot +5; Conc +12 (+16 cast def), Spell +12; Pow Atk
SPELLS: 4th—emp *fireburst*** (creatures within 10 ft., 5d8 fire, DC 16); 3rd—*disp mag, dolorous blow*** (tch, double wpn threat, auto confirm, 7 min); 2nd—*battering ram*** (2; 40 ft., 1d6, bull rush as M, Str 30), *prot arrows, scorch ray* (+3 rg tch); 1st—*exp retr, mag armor**, *prot good, ray enfeeble* (+3 rg tch), *shld*; 0—*det mag* (2), *ray frost* (2; +3 rg tch)
POSS: +1 *quarterstaff*, 2 *pot cure mod*, scroll *cone cold*, *wand mag missile* (5th)
CR: 7

*already cast; ***Spell Compendium*

D&D ROLEPLAYING STATS Illus. William O'Connor

Howler: CE L Outsider (Chaotic, Evil, Extraplanar)

HD: 6 (39 hp) **INIT:** +7
AC: 17 (T 12, FF 14) **SPD:** 60 ft.
ATK: Bite +10 (2d8+5, chaotic, evil) *and* quills +5 (1d6+2, chaotic, evil plus quills)
SA/SQ: Darkvision 60 ft.; howl (hear 1 hr, 1 Wis, Will 12 neg), quills (1d4, –1 atk/save/chk per quill, Ref 16 neg; Heal DC 20 or +1d6 dmg to remove)
SV: Fort +7, Ref +8, Will +7
AB: S 21, D 17, Cn 15, I 6, W 14, Ch 8
SK/F: Lis +13, Spot +13; Climb +14, Hide +8, M Sil +12, Srch +7; Cbt Reflex
CR: 3 **ECL:** 9

D&D ROLEPLAYING STATS Illus. Jim Nelson

Githyanki Dragon Knight: CE M Humanoid (Extraplanar) Ftr6/Blk3

HD: 9 (81 hp) **INIT:** +0
AC: 20 (T 10, FF 20) **SPD:** 40 ft., F 150 ft. (Pr) mounted; 20 ft. base
ATK: Sword +15/+10 (2d6+8, magic) *and* dragon bite +19 (2d6+7) *and* 2 dragon claws +17 (1d8+3) *and* 2 dragon wings +17 (1d6+3) *and* dragon tail +17 (1d8+10)
SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; aura of despair (10 ft., –2 saves), breath wpn 1/1d4 rds (cone, 40 ft., 6d10 fire, Ref 19 half), cmd undead 5/day (+2, 2d6+3, 1st), det good at will, reach 10 ft. (bite), smite good 1/day (+2 atk/+1d6+3 dmg), SR 14
SV: Fort +13, Ref +7, Will +6 **AB:** S 16, D 10, Cn 16, I 10, W 12, Ch 14
SK/F: Lis +1, Spot +1; Intim +5, Ride +7; Cleave, Mt Cbt, Ride-By Atk, Pow Atk
SPELLS: 1st—*cause fear* (DC 12), *doom* (DC 12). (Spell-Like Abilities; CL 9th) 3/day—*blur, daze* (DC 12), *dim door, tkinesis* (DC 17), *mag hand*; 1/day—*pl shift*
POSS: +2 *full plate*, +2 *silvered greatsword*, 2 *pot cure ser*, young red dragon mount
CR: 10 **ECL:** 11

D&D ROLEPLAYING STATS Illus. Steve Prescott

Owlbear Rager: N L Magical Beast

HD: 5 (52 hp) **INIT:** +1
AC: 15 (T 10, FF 14) **SPD:** 30 ft.
ATK: 2 claws +9 (1d6+5) *and* bite +4 (1d8+2)
SA/SQ: Scent; imp grab (claw, grp +14)
SV: Fort +9, Ref +5, Will +2
AB: S 21, D 12, Cn 21, I 2, W 12, Ch 10
SK/F: Lis +8, Spot +8; Track
CR: 4

D&D ROLEPLAYING STATS Illus. Anne Stokes

Marilith: CE L Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

HD: 16 (216 hp) **INIT:** +4
AC: 29 (T 13, FF 25) **SPD:** 40 ft.
ATK: Sword +25/+20/+15/+10 (2d6+9/19–20, chaotic, evil) *and* 5 swords +25 (2d6+4/19–20, chaotic, evil) *and* tail +22 (4d6+4, chaotic, evil)
SA/SQ: Darkvision 60 ft.; constrict 4d6+13, DR 10/good and cold iron, imm elec and poison, imp grab (tail, grp +29, constrict), reach 10 ft., resist acid 10, cold 10, and fire 10, SR 25, *summ tanar'ri* 1/day (hezrou 50%), tr see
SV: Fort +19, Ref +14, Will +14
AB: S 29, D 19, Cn 29, I 18, W 18, Ch 24
SK/F: Lis +31, Spot +31; Bluff +26, Conc +28, Dipl +30, Hide +19, Intim +28, M Sil +23, Srch +23, S Mot +23, Spell +23; Cbt Expert, Cbt Reflex, Pow Atk
SPELLS: (Spell-Like Abilities; CL 16th) At will—*align wpn, bl barrier* (DC 23), *mag wpn, proj image* (DC 23), *pmorph, see invis, tkinesis* (DC 22), *gr tport* (self + 50 lb.), *unh aura* (DC 25)
POSS: 6 longswords
CR: 17

D&D ROLEPLAYING STATS

Gnoll Barbarian: CN M Humanoid (Gnoll) Bbn2

HD: 4 (39 hp) **INIT:** +1
AC: 18 (T 11, FF 18) **SPD:** 30 ft.
ATK: Axe +9 (1d12+8/×3, magic); **or** bow +5 rg (1d8+5/×3)
SA/SQ: Darkvision 60 ft.; rage 1/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), uncanny dodge
SV: Fort +9, Ref +1, Will +1
AB: S 20, D 13, Cn 16, I 8, W 12, Ch 6
SK/F: Lis +4, Spot +6; Surv +4; Cleave, Pow Atk
POSS: +1 *breastplate*, +1 *greataxe*, mwk comp longbow (+5 Str bonus) w/20 arrows
CR: 3 **ECL:** 5

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Vlaakith the Lich Queen: CE M Undead (Aug Hum [Extraplanar]) Wiz25

60/60 ★ Illus. William O'Connor

Skeletal Reaper: NE M Undead

HD: 6 (39 hp) **INIT:** +9
AC: 23 (T 15, FF 18) **SPD:** 40 ft., F 100 (Pf)
ATK: Scythe +7 (2d4+6/×4)
SA/SQ: Darkvision 60 ft.; DR 5/bludg, imm cold, undead traits
SV: Fort +2, Ref +7, Will +5
AB: S 18, D 20, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
POSS: Scythe
CR: 3

D&D ROLEPLAYING STATS Illus. Thomas M. Baxa

Succubus: CE M Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

HD: 6 (33 hp) **INIT:** +1
AC: 20 (T 11, FF 19) **SPD:** 30 ft., F 50 ft. (Av)
ATK: 2 claws +7 (1d6+1, chaotic, evil)
SA/SQ: Darkvision 60 ft.; DR 10/cold iron or good, energy drain (grp +7, 1 neg lvl plus *suggest*, Fort 21 neg), imm elec and poison, resist acid 10, cold 10, and fire 10, SR 18, *summ tanar'ri* 1/day (1 vrock, 30%)
SV: Fort +6, Ref +6, Will +7
AB: S 13, D 13, Cn 13, I 16, W 14, Ch 26
SK/F: Lis +19, Spot +19; Bluff +19, Conc +10, Dipl +10, Disg +17 (+27 alter self), Esc +10, Hide +10, Intim +21, M Sil +10, Srch +12; Dodge, Mobil
SPELLS: (Spell-Like Abilities; CL 12th) At will—*charm mon* (DC 22), *det good*, *det thgts* (DC 20), *ether jaunt* (self + 50 lb.), *pmorph* (humanoid), *suggest* (DC 21), *gr tport* (self + 50 lb.)
CR: 7 **ECL:** 12

D&D ROLEPLAYING STATS Illus. Francis Tsai

Vlaakith the Lich Queen: CE M Undead (Aug Hum [Extraplanar]) Wiz25

HD: 25 (180 hp) **INIT:** +6
AC: 33 (T 20, FF 33) **SPD:** 30 ft.
ATK: Sword +21/+16/+11 (2d6+9/19–20, magic, silver); **or** tch +16 (dmg tch plus paralysis)
SA/SQ: All-around vision, darkvision 120 ft.; DR 15/magic and bludg, dmg tch (1d8+5, magic, neg, Will 29 half), fear aura (Will 29 neg), imm cold, elec, fear, fire, pmorph, paralysis (perm, Fort 29 neg), SR 30, +4 turn resist, undead traits
SV: Fort +8, Ref +14, Will +17 **AB:** S 16, D 22, Cn —, I 32, W 16, Ch 25
SK/F: Conc +28, Hide +14, Intim +21, Lis +11, M Sil +14, Srch +34, S Mot +29, Spell +41, Spot +26; Emp Spell, Ext Spell, Gr Spell Pen
SPELLS: Wiz spells (save DC = spell lvl +22 or +24 necro, trans)
(Spell-Like Abilities; CL 25th) 3/day—*blur*, *daze* (DC 17), *dim door*, *mag hand*, *tkinesis* (DC 22); 1/day—*pl shift* (DC 24)
POSS: *Bracers +8, ring +4, +5 dancing vorpal silver greatsword, cloak Cha +6, gloves Dex +6, headb int +6, crown of corruption**, *ring wiz IV, robe eyes, scepter of Ephelomon**, scrolls *prism sph, prot spells, shapech, stone shape, time stop*
CR: 28
**Dungeon® 100, pp. 133–135*

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